QUASIMODO

Commodore 64 Version
By Mark Bigelow

Atari Version
By Jon Atack

synapse

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LOADING INSTRUCTIONS

Notice! Game loading and/or play may be affected by multiple peripherals or non-standard modifications made to original equipment. If the game won't boot or play, try disconnecting all non-essential peripherals (printer, modem, etc.).

ATARI

Cassette

Make sure you have enough memory (48K required), and remove any cartridges. QUASIMODO does NOT need the BASIC cartridge to run.

Insert the cassette into the cassette recorder with the label side up, making sure it is rewound. Press the [PLAY] button until it locks in the Down position. Hold down [START] on the computer and press [RETURN].The program will load in a few minutes.

Disk

Turn on your disk drive and wait for the "busy" light to go out. Insert the game disk with the label side up and the open end facing the rear of the drive. Close the drive door and turn on the computer. The program will load in about one minute.

Joystick

The joystick should be plugged into Port 1.

COMMODORE 64

Cassette

Place cassette in player. Press player button. Hold down shift key on keyboard. Press run/stop button once. Release shift key. When monitor screen reads "Found", push Commodore key.

Disk

Insert the disk into drive. Be certain both the drive and the computer are powered up—when the monitor screen is lit, type load "*",8,1 then press return. You will need to select Quasimodo by pressing [F1]. The game wil load in approximately 3 minutes.

Joystick

Connect your joystick to Port 1.

NOTE! These instructions are for both the Atari and Commodore-64 versions of the programs. Where differences occur between the two versions, the Commodore 64 version will be in parentheses.

OBJECTIVE

You are Quasimodo, the famous hunchback of Notre Dame. Three magical jewels of yours have been stolen by the forces of evil and have been hidden within the castle. Your job is to recover the jewels and return them to their holding cases. You are equipped only with your unequaled tenacity and your incredible strength - your job is not an easy one but one that is necessary to preserve mankind as you know it!

BEGINNING THE GAME

From the title screen, you can choose a one or two player game by using the [SELECT] (C-64: [F3]) button. To begin a game, press the [START] (C-64: [F7]) button or the fire button on the joystick. When the game begins, you are transported to the first level.

PAUSING (Atari only)

The game may be paused at any time by pressing the [SPACE BAR] and resumed by doing the same or moving the joystick.

GENERAL MOVEMENT

Quasimodo can be moved in four basic directions (up, down, left and right) by moving the joystick in the desired direction. Jumping is accomplished by pressing the fire button. Quasimodo will jump in the direction the joystick is being pressed. You will continue to have some control over the direction of his jump while he is in the air.

TRANSPORT WINDOW (Atari only)

On certain levels a transport window (actually a time/space hole) will appear. Although the window may be visible when in the close proximity of a jewel, you must actually have possession of a jewel to use its teleportation mechanism. Position yourself (with the jewel) in the window and press the fire button. The transport window will transmit you into the room where the jewel cases are kept. Here you must deposit the jewel by pressing the fire button while under the appropriate case.

LEVEL 1: THE ARCHER LEVEL

You are given three piles of ammunition for use in combating the archers that are making their way up the belltower wall. They will first erect ladders and then begin climbing—crossbows in hand—trying to skewer you with arrows on their way up. To stop their progression, you must first take hold of a cannonball from any of the three stacks. This is done while pressing the fire button while standing near one of the stacks. Now, with ammo in hand, you can position yourself for the throw. When you defeat all the guards, the first jewel will appear. Atari: the transport window will also appear. C-64: you must climb down to find the holding case.

LEVEL 2: THE BELLTOWER

After returning the first jewel, you must again face the archers, except this time they are faster and more numerous (Atari only). When they too have been conquered, you can go on to the second level: the belltower. The object of this level is to swing from bell to bell and traverse the tower, locate the second jewel and put it in its holding case. Take note! there are alternate routes—experiment!

To traverse the bells you need to get enough momentum, by swinging back and forth, to fling yourself from one rope to the next. A good indication of enough swinging energy is the ringing of the bell. To jump, wait until the rope is ending its swing, push the joystick in the desired direction, and press the fire button. Be very careful on this level; your jump has to be fairly exact - Quasimodo is not a gymnast and may lose his grip on the rope. You must also avoid all the bats and the ghost - they are deadly!

LEVEL 3: THE CASTLE WALL

After placing the second jewel in its case you must go through levels one and two again before you can get to level three which is accessible from where you found the second jewel. In the third level you are scaling the castle wall fighting off soldiers and guardians that occassionally pop their heads out of windows firing arrows or dropping oil. At the top of the castle wall lies the third and final jewel.

HELPFUL HINTS

1) On the first level, bouncing the canon balls off of the edges of the screen can be an effective offensive tactic.

2) Use caution when exiting a rope onto a platform - don't jump too far. The farther the rope is in its swing when you release determines how far you will travel. Also, be sure you are pushing the joystick in the desired direction when you release the rope and be sure to use the joystick control to your advantage when you overshoot a target.

3) On the third level it is not necessary to kill ALL the guards.

4) In the Commodore 64 version, after you have placed all three jewels in their cases, you will be able to continue playing except that the level will be much more difficult.

POINTS

ARCHER	50-150
SOLDIER	500
GUARDIAN	750
GRABBING A JEWEL	1000
STORING JEWEL 1	2000
STORING JEWEL 2	4000
STORING JEWEL 3	8000
JUMP TO A NEW BELL	500
BONUSES	???

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